

ABSTRACT

A user can safely and simply utilize a three-dimensional shape on his own body. In a three-dimensional measuring system, the three-dimensional shape of each user is measured and compared with a standard model, and feature parameters are produced in correspondence with the comparison result and recorded in the recording device. The feature parameters recorded in the recording device are applied to a character standard model of a win-loss game to generate a character reflecting the body features of the user. The win-loss game is played with a likewise-produced character of another user.

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